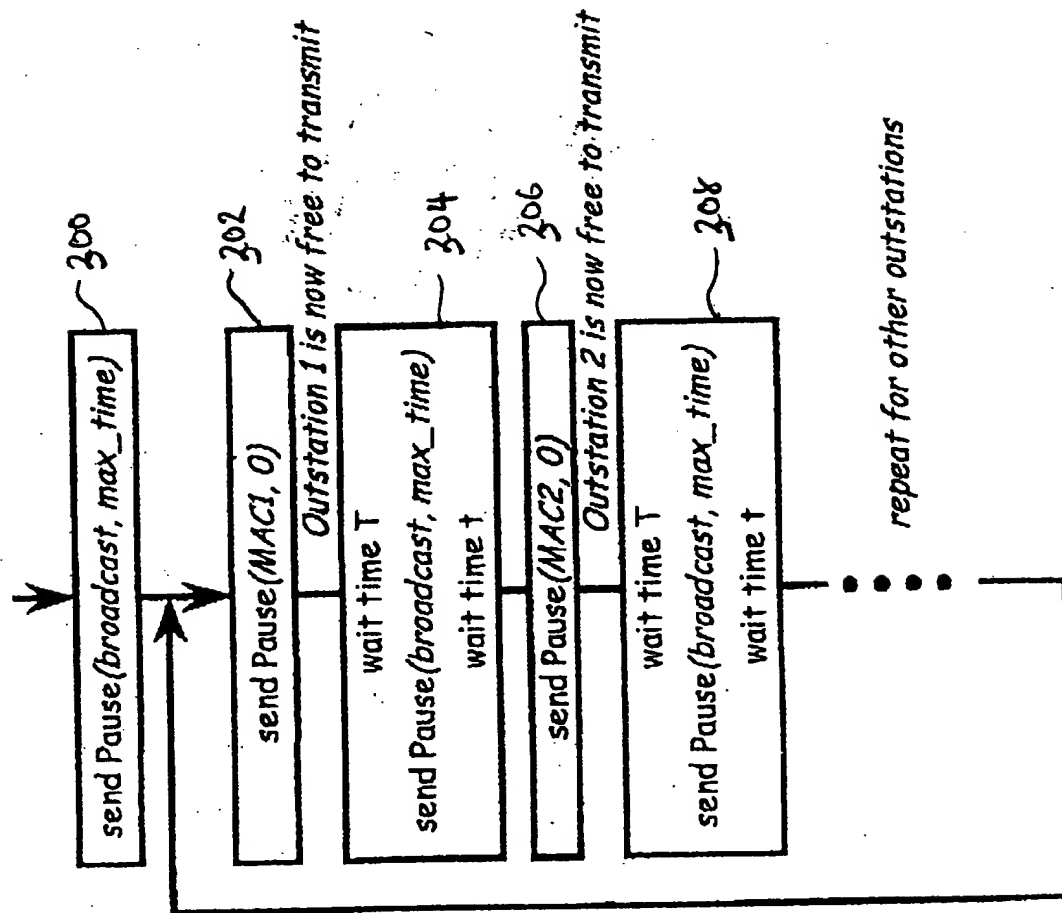


Figure 2



$T$  nominal length of timeslot for each outstation

$t$  overlap time - allows for completion of packet in progress and differential propagation delay

Total polling time is  $n * (T+t)$ ,  
 $n$  = number of outstations

where

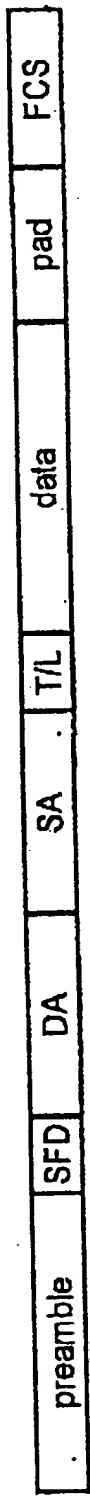
$max\_time$  - calls up maximum delay ( $\sim 32ms$ )

$broadcast$  - well known broadcast address for control packets

$MAC1, MAC2$ , etc - individual station MAC addresses

Figure 3

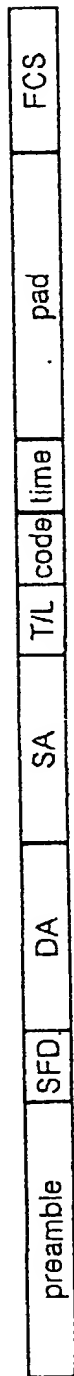
Figure 4: HDLC frame structure



400

Preamble	7 bytes	Pattern to establish clock synchronisation
SFD	1 byte	Start of frame delimiter
DA	6 bytes	Destination address - address of node to which frame is directed
SA	6 bytes	Source address - address of sending node
T/L	2 bytes	Type/length - indicates either type of frame or length of payload
data	variable	Data to be transmitted
pad	variable	Included to pad frame size to minimum permitted value (64 bytes) if data field is short
FCS	4 bytes	Frame check sequence

Figure 4



500  
→

Preamble	7 bytes	Pattern to establish clock synchronisation
SFD	1 byte	Start of frame delimiter
DA	6 bytes	Destination address - normally set to multicast address hexadecimal 01-80-C2-00-00-01
SA	6 bytes	Source address - address of sending node
T/L	2 bytes	Type/length - set to hexadecimal value 88-08 to indicate a control frame
code	2 bytes	Operation code representing a Pause Control frame - hexadecimal 00-01
time	2 bytes	Length of time to interrupt transmissions (measured in quanta of 512 bit times)
pad	42 bytes	Included to pad frame size to minimum permitted value (64 bytes)
FCS	4 bytes	Frame check sequence

Figure 5